

BROKEN SWORD™

THE SLEEPING DRAGON

SOLUTION GUIDE

FOR 360 YEARS AN ANCIENT
MANUSCRIPT REMAINED UNDECIPHERED...
UNTIL NOW.



THE
ADVENTURE
COMPANY

BROKEN SWORD™

THE SLEEPING DRAGON

Contents

| | |
|-------------------------------------------|-------------|
| PROLOGUE | 2 |
| CAST OF CHARACTERS | 2 |
| MOVING GEORGE & NICOLE | 3 |
| TIPS & HINTS | 4 |
| THE CONGO | 4 |
| The Plane Crash | 4 & 5 |
| PARIS | 6 & 7 |
| The Hacker's Apartment Building | 6 |
| THE CONGO | 8 |
| Escape From the Congo | 8 |
| GLASTONBURY | 9 |
| The Main Street | 9 & 10 |
| PARIS | 11 |
| The Hacker's Apartment Again | 11 |
| The Theatre – With Nicole | 12 |
| The Same Theatre – With George | 13 & 14 |
| Escape From the Theater | 15 & 16 |
| THE CONGO | 17, 18 & 19 |
| Assembling the Machine Parts | 20 |
| The Crystal Mirror Room | 21 & 22 |
| PARIS | 23 |
| Nico's Apartment | 23 |
| The Theater | 23 |
| PRAGUE | 24 |
| Susarro's Castle | 24 & 25 |
| Nico in the Castle | 26 & 27 |
| George in the Castle | 28 |
| Nico as Petra | 28 |
| George – In the Basement | 29 |
| George & Nico – Searching For Bruno | 30 |
| The Hacker's Apartment | 31 |
| Montfaucon | 31 |
| Templar Headquarters | 32, 33 & 34 |
| Vernon's Apartment | 35 |
| Egypt – Sussaro's Armillary | 35, 36 & 37 |
| Glastonbury | 38 |
| Defeating the Dragon | 38 & 39 |

Prologue

If the night sky can be said to have human emotions then the crackling thunder can truly be described as malevolent. It's the perfect setting for a clandestine meeting and only those with the most wicked of intentions would be out on a night like this.

So it is no surprise that the dreaded cult known in whispered circles as the Templars has reunited with a new leader. Their goal – world domination – and they will allow nothing or no one to stop them from reaching their objective.

Unbeknownst to them, George Stobbart and Nicole Collard are also about to be reunited for an adventure that will take them around the world. From the old-world charm of Paris to the medieval settings of Prague; from the steamy depths of the Congo to the swirling sands of Egypt.

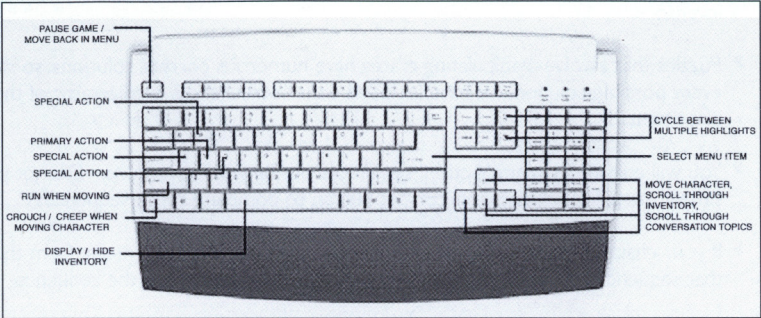
The fate of the world will rest upon their shoulders and every move they make will be fraught with danger. Only a cataclysmic battle between the forces of good and evil will suffice to decide the final outcome and it is up to you to use all of your wits and skills to determine who will be the last man standing after the sleeping dragon has been awakened.

Cast of Characters

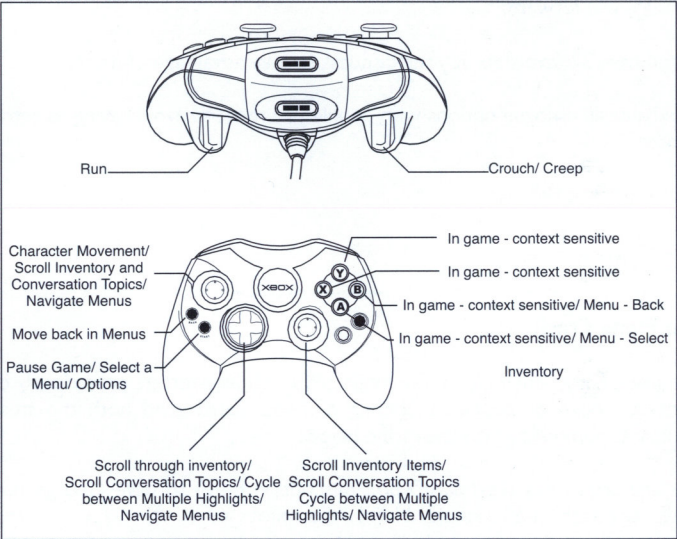
| | |
|--------------------|--------------------------------------------------------------------------------------------|
| George | American patent lawyer with a nose for action and adventure |
| Nicole | French reporter with a nose for news and an eye for George |
| Susarro | Leader of the Dragon cult, formed from the remnants of the Templars |
| Petra | Evil personified, her mean streak knows no bounds |
| Vernon | His decoding of an ancient manuscript has major implications |
| Andre | Nico's friend and a researcher of manuscripts |
| Bruno | Former Templar who has switched sides, but his knowledge is coveted by the forces of evil. |
| Cholmondely | His invention, in the wrong hands, could destroy the world |

Moving George & Nicole

PC



Xbox™



Tips & Hints

- ▶ George and Nicole both use the same commands, but have different items available in their inventory.
- ▶ Puzzles that involve manipulating crates have numerous correct solutions, so rather than list every possible solution, we have included either screenshots or diagrams of the correct final placement.
- ▶ You will encounter many 'Action' sequences during your adventure. Do not panic, it is a simple matter of pressing the correct button to complete these sequences.
- ▶ If your character dies during an action sequence, the game will restart from the beginning of that sequence repeatedly until you have successfully conquered the sequence.
- ▶ George and Nicole's notepads are a handy source of information when you need a clue to nudge you forward.
- ▶ You have 32 save slots at your disposal, so take advantage of them.
- ▶ Exhaust all dialogue options with people you meet to avoid having to retrace your steps later.

Our adventure begins...

THE CONGO

The Plane Crash

The plane has crashed atop a mountain cliff and teeter-totters precariously over the edge. One incorrect move or accidental shifting of cargo could send both the smoking plane and its occupants pummeling into the ravine below.

Use the action key (keyboard/Xbox description here) to have George unbuckle his seatbelt. Walk towards the cockpit, Harry the pilot is unconscious and George's added weight would tip the plane over the edge. Something heavy must be shifted to the back of the plane so that George can revive Harry.

Use your action key to unbuckle the strap that is restraining the large crate on the left side of the plane. Now pull the crate towards the center of the aisle (Fig.1) and then either push or pull it back to the rear of the plane. Before returning to the cockpit, stoop over to pick up the beer bottle that has rolled across the floor.



Harry is incoherent; something is needed to snap him back. Search his pockets to find a bottle opener. Use the bottle opener on the beer bottle in your inventory to open the bottle. Wave the opened bottle of beer under Harry's nose; the aroma of his favorite elixir snaps him back to life.

It appears that the only safe route from the plane is through the cracked windshield, but first the remaining glass must be removed. Pick-up the fire extinguisher and then scroll through your key commands (page up/down on keyboard or Xbox) until the two gears indicating the action command is available (Fig.2). Now toss the extinguisher through the windshield!



Fig.2

Climb through the windshield. George's weight is threatens to topple the plane, so ask Harry to wait in the back of the plane as a counter-balance. As George yells to Harry to inform him of his progress, Harry misunderstands and thinks that George wants him to leave the plane. His added weight sends the plane over the side of the cliff and they both miraculously land on ledges on the side of the steep cliff.

Jump to the gap to right (Fig.3) and then climb up the ledge to reach Harry. After a short discussion, move George to the right to jump to the next ledge. The ledge crumbles beneath his weight and he and Harry are now separated. They agree to meet at the summit, each finding his own path to the top.



Fig.3

whether you should climb, jump, drop or sidle (Fig.4) against the rock face. Simply follow this path – there is almost always only one choice so navigation is easy - downward to the right and then up to the mouth of the cave, always keeping to the far right.

Voices can be heard echoing from inside the cave, an ugly scene is in progress. A dapper gunman and his underling menace a squirming figure on the cave floor (Fig.5). A gunshot reverberates, cutting sharply through the cacophony of animal clatter.

George must now navigate his way across the face of the cliff until he reaches a cave at the top. This is a good exercise to become familiar with the commands. Follow the cliff to the bottom right - the icons in the bottom right half of the screen will indicate



Fig.4



Fig.5

The Hacker's Apartment Building

Halfway across the world, Nicole Collard raises her clenched hand to knock on a locked door in a shabby, run-down apartment building. Little does she realize that her life is about to be turned upside-down.

Before she can knock on the door, a gunshot shatters the silence. Opening the locked door is now out of the question and besides, the gunman may still be in the apartment. Go through the double doors on the left that lead onto the balcony.

The way to the apartment windows can be facilitated by pulling the cement birdbath on the balcony to the far left and then climbing on the birdbath and using the drain pipe above to swing to the left (Fig.6) and drop down in front of the window. This window is locked tight, but it looks as though there is a lifeless body inside.

Drop over the railing in front of this window (Fig.7) and sidle to the left until reaching the next window. Use Nicole's press card in her inventory to wiggle open the lock on the window and enter the bedroom.

Go through the door across from the bed, the hacker is slumped dead on the floor. Take the shell casing from the floor to the right of his body and then examine his pockets to find his business card (Fig.8).

A quick search reveals that the computer is badly damaged, but not much else, so go through the kitchen door to continue the investigation.



A creaking floorboard in the doorway momentarily distracts Nicole's attention and she pays for it dearly for as she looks up, it is into the barrel of a gun. Pay attention, for all is not lost. At the first opportunity, press the action key to grab the frying pan to the right (Fig.9) and whack the murderer alongside her head. But Nicole is not out of the fire yet! Wait until the action icon is highlighted again and then press the appropriate key to swing the refrigerator door smack into the murderess (Fig.10). As your stunned opponent runs out the door; Nicole will give chase out the back kitchen door to the balcony; a car can be heard squealing away.

Go back into the hacker's kitchen, maybe there will be some useful clues to your attacker's identity. Use the telephone on the table to phone Andre Lobineau, he'll suggest you search the entire area for possible clues. Next telephone Nicole's newspaper to ask if they have any information on a Vernon Blier, the name of the dead hacker.

A cursory search of the apartment turns up nothing new, so return to the balcony outside the kitchen and climb down the fire escape to street level. Search the garbage cans at the bottom of the landing and add the old newspaper from the ground to your inventory.

Hmmm....maybe something was thrown over that wall across from the fire escape. The gate leading to the small park is locked and as for attempting to climb the large drain pipe next to the wall – well, that wasn't too sturdy! But it seems the wall is just the right height that Nicole can boost herself over the top (Fig.11).

Cross to the bench on the opposite side to find a black wig (Fig.12) and then examine the wig in your inventory to discover some strands of blond hair inside the wig. It seems the murderess was attempting to disguise herself as Nicole.

Climb back over the wall and go towards the street. Make a left at the end of the alley and then another left to speak with the crusty Madame Crepescule. After beating Nicole's ear for a bit, speak to her about seeing a blond woman and she will admit that she did see such a woman speed off in a sports car.

Go back to the main street and speak with the skateboarder. He is able to identify the car as a red E-Type Jaguar. Ask him about Vernon, the hacker, to learn that he used to hang out in the park with his girlfriend. Thank him for his help and follow the street to the right to the park (for the time being, pay no attention to the meter maid).



Fig.9

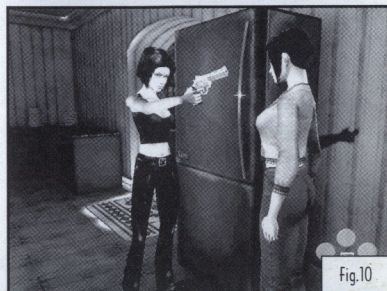


Fig.10



Fig.11

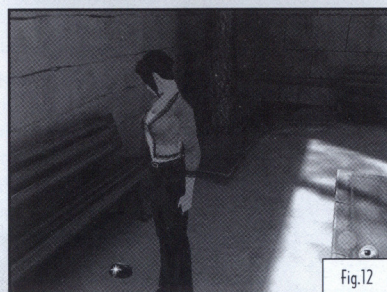


Fig.12

A solitary figure sits rejected on a bench in the park – this must be Vernon's girlfriend. Ask her a few questions, but she will have to learn the sad truth about her boyfriend from the local gendarmes.

Leave the park and speak with the meter maid, she will be somewhat abrupt with you until you show her the shell casing in your inventory. After exhausting all dialogue options with her – and she will provide further clues as to a theatrical mask and the car's registration number – Nicole will be surrounded by the local police who will take her back to Vernon's apartment and then – after again exhausting all dialogue options – will arrest her for his murder.

THE CONGO

Escape From the Congo

Cholmondely – the scientist that George came to the Congo to meet - is barely alive and with his dying breath warns George of someone named Susarro. Search Cholmondely's body to get his ID and then search the cave. Take the postcard and magnifying glass from the workbench. Someone named Bruno had sent Cholmondely a postcard card from a small town named Glastonbury, warning of Susarro.

The only exit is a locked door that can only be opened by applying weight to a pressure pad to the right of the door. Pull the crate to the left of the door until it rests on the pressure pad – the door will now remain open (Fig.13).



Through the door is a device on the wall that seems to need something else for activation. Cross to the huge, strange-looking machine in the center of the room. Turn the machine on and then pull the lever to the right. The machine will slowly whirl to life and then blow-up! The noise from the explosion attracts some attention as George hears some voices coming from somewhere outside the cave.

Take the broken lever on the floor next to the machine and insert the lever into the device next to the door. Pull the lever and the door will now stay open when the crate is removed from the pressure pad. Pull the crate into the machine room and place it underneath the opening in the wall. Take the lever out of the wall, for it will be handy in a moment, and then climb up into the escape route (Fig.14).



At the top left corner of this passage is a bird's nest. Use the lever to knock the nest down and add it to your inventory (Fig.15). Sidle around the corner ledge and then jump up, grab the upper ledge and swing to the left until you can drop down. Jump across the gap and the follow the path to the jungle clearing.



Susarro and his men are below, escape will be impossible! Off to the left is good old Harry, waiting in a jeep for George to find his way out of the cave – he will need to create a distraction so that he can run to the jeep without being caught by Susarro and his men. Put the bird's nest inside the back of the dragon head statue. Now use the magnifying glass on the bird's nest to create a small fire (Fig.16). The fire and smoke will frighten Susarro's superstitious men who will flee into the woods, providing an opening for George to run to the back of the jeep and jump in before he can be captured (Fig.17).



Fig.16

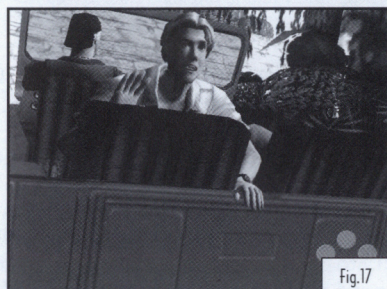


Fig.17

GLASTONBURY

The Main Street

Enter Zazie's Kiosk, show her Cholmondely's postcard. She will 'see' that it came from a local establishment named The Cosmic Faerie. Outside Zazie's Kiosk, cross the street and speak to Eamon O'Mara in front of The Yeoman's Arms until all dialogue options are exhausted.

Go back up the street towards The Cosmic Faerie. Before entering the shop though, take the opportunity to speak with Colonel Butley who is wandering through town looking for his lost daughter. Pity the poor fool who is sheltering her for he will have an appointment with 'purdy'.

Tristram Hillage - the proprietor of The Cosmic Faerie - is a relic from the 1960's. His shop is a hodgepodge of books and mystical charms. At the far right of the counter is the same postcard that Bruno had sent to Cholmondely – so someone in town had to have seen Bruno. At the far left of the counter is a stairway leading to a private room.

Speak with Tristram. Ask him about the postcard and Bruno. He feigns ignorance, but somehow you get the feeling that Tristram is unwilling to share what he knows. The sounds George hears from above the shop do nothing to lessen his suspicions.

Look at the poetry book on the counter twice (Fig.18) so that George memorizes a few lines from one of the poems that Tristram claims to have written. Speak about Eamon to Tristram and he will lend you the poetry book with the coins in the cover to show to Eamon O'Mara. Return to Eamon – who is still waiting for the pub to open – and show him the book of poetry. He will be morally outraged by what he considers to be plagiarism by Tristram and will rush to The Cosmic Faerie in a huff. Follow Eamon into the shop and while he is arguing with Tristram, sneak upstairs unnoticed.



Fig.18

Sitting on the edge of the bed is Melissa, the Colonel's missing daughter (Fig.19). She strikes George as being familiar and is not a young girl as George suspected, but rather appears to be in her twenties. George soon learns that Melissa is related to Clarissa Piermont whom he met years before in France. Her father, the Colonel, refuses to believe that she has grown-up and Melissa explains that it was her choice to spend some time with Tristram.



Fig.19

Go back downstairs and speak with Tristram. Defray his arrogance by threatening to turn him over to the Colonel. He will finally admit that Bruno had stayed in the upstairs apartment and give you the only personal object that Bruno left behind – a pair of boxer shorts.

Return to Madame Zazie. She now requires that you cross her palm with silver if you want further readings, but your pockets are empty. Use the rod in your inventory on the book of poetry to pry the three silver coins loose and then return to Madame Zazie's, give her one of the coins and ask her again about the postcard. When she asks for something more personal, give her Bruno's boxer shorts (Fig.20). She picks up that Bruno is in immediate danger and passes out.



Fig.20

Back outside Madame Zazie's, George spots smoke pouring from the back of the The Yeoman's Arms. Run across the street and try to open the door to the left of the pub. You will need some help, so ask Eamon to help you break down the door.

Go towards the source of the smoke – a black-robed monk scurries away from the scene – and rearrange the crates so that George can climb up them into the burning shed (Fig.21). Rush over to Bruno and untie his bonds. Now quickly climb back through the window and rush from the building to escape the ensuing explosion.



Fig.21

George's subsequent conversation with Bruno reveals that Bruno had once been a member of the Neo-Templars, an evil cult that he and Nicole had faced in the past. But Bruno has left the group and had been working with Cholmodely on his invention – a geomantic machine that could harness the power of the Earth's ley lines. Susarro has reformed the Neo-Templars and is intent on using this machine for his own devices to increase the power of his dragon cult.

The Hacker's Apartment Again

Nicole paces the room, infuriated that she has just spent two days in prison while the police suspected her of the murder of Vernon Blier. Exit Nicole's apartment and return to Vernon's apartment to further investigate the murder.

Turn right in the first alley – ignoring the whispers of the gossiping biddies (if you wish to make them uncomfortable, have Nicole stop and speak with them) - and go through the double doors into the hacker's apartment building. His door is securely locked, but maybe Nicole can find another entrance. First though, take the pencil hanging from the bulletin board to the left (Fig.22).



Fig.22

Leave the building and turn right at the second alley and climb the fire escape up to Vernon's kitchen. The door is locked but Nicole is a seasoned newspaper reporter who has picked up a few tricks. Slide the newspaper from your inventory under the door, now use the pencil on the keyhole to push the key onto the newspaper. Take the paper and use the key to enter the kitchen.



Fig.23

Search the kitchen first, the only thing of interest is a loose tissue on the sink, add it to your inventory. Now would be a good time to investigate that creak in the floorboards. Lift the carpet to reveal a loose floorboard that lifts up easily, revealing a hidden safe (Fig.23).

Do not yet attempt to open the safe, but instead go into Vernon's bedroom, where Beatrice sits gloomily on the edge of the bed, mourning her dead boyfriend (Fig.24). After consoling her, offer Beatrice your tissue. She will speak to you about Vernon and his work cracking a secret manuscript. Finally, ask her about the hidden safe and she will tell you an anecdote about her birthday that may be a clue to the safe's combination.



Fig.24

Return to the safe and use Beatrice's birth date. Open the safe to reveal a hand-drawn diagram and a DVD that are both added to your inventory. Exit the apartment via the fire escape.

As Nicole leaves the alley a red jaguar speeds towards her; press the highlighted action key to leap from the path of the speeding car. After shaking off the effects of the near fatal accident – or was it an accident? The car looked very similar to the description of the Nicole imposter's vehicle – walk to the end of the road to return to Nicole's apartment to look at the DVD.

Use the DVD on the combination television/DVD player on the table. It is Vernon explaining what he decoded in the mysterious Voynich Manuscript a medieval document written in ancient code:

ley lines, also known as dragon lines, can control the world's weather if a way is found to harness their power. Vernon has no idea what the diagram he copied represents, but he does leave a clue about the Key of Solomon and that "Devils and witches dance with cows on the Sabbath."

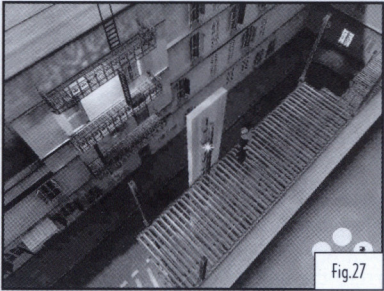
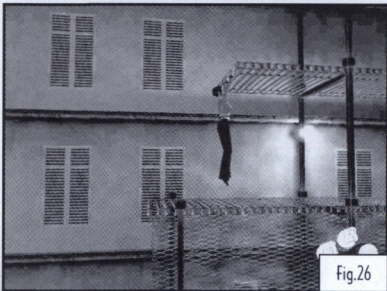
After the DVD ends, Nicole decides to telephone Andre Lobineau who rushes over to Nicole's apartment to watch the DVD himself. He is familiar with both of the clues left behind by Vernon. Exhaust all dialogues with Andre to learn that Devils and witches refer to the Ile St. Louis and the Key of Solomon is a book.

Nicole now realizes that she has become involved in the story of her life and telephones her newspaper. It seems there is an abandoned theatre called L'Heiroygphe on the Ile St. Louis. It is time for Nicole to leave the apartment and go to the local theatre to do some research.

Just as her hand turns the doorknob to leave, the phone rings and her editor is on the other end demanding she tackle a new story. Nicole quits in a huff.

The Theatre – With Nicole

The weathered front door of the theatre is locked so walk to the right until you reach the intersection and then turn left into the alley. A red jaguar is parked in the shadows at the very end of the alley. Jump up and grab the scaffolding to the right (Fig.25). Pull yourself up and then climb the ladder. Follow the scaffolding around the corner to the end and then lift yourself up to the next level (Fig.26). Lift yourself up one more level and follow the scaffolding back around the corner. Drop down and then climb the ladder to the right. At the top of the ladder pull yourself up one more level. Untie the rope restraining the billboard in the hope it will fall forward, but nothing happens (Fig.27).



Go back down the ladder; retrace your previous steps, go around the corner, dropdown once and then you must drop down another level. Follow the scaffolding until you reach the ladder on the second level. You can leap across the gap to the right of this ladder (Fig.28). Follow this portion of the scaffolding to the end and then lift yourself up to the next level of scaffolding.

Pull the box at the end of this scaffolding until Nicole can climb on it to reach the next higher level (Fig.29). Nicole can now untie the metal clips restraining the lower level of the billboard. The billboard will fall across the alley creating a bridge that she can now use to cross over to the theatre. As she reaches the opposite end, the billboard slips loose and crashes to the ground.

Climb the ladder to the theatre roof. The doors are all locked, but the ladder to the left can be climbed down and the door at the bottom of this ladder is open and leads into the foyer. Follow the stairways down to the main entrance. As Nicole approaches the front door of the abandoned theater, Susarro and his entourage appear from around the corner discussing their evil plans. A crumpled plastic cup gives away Nicole's hiding place and she soon finds herself in the clutches of the evil Susarro.

The Same Theatre – With George

George, accompanied by Bruno, has also made his way to the Ile St. Louis. Bruno points out the building from which he is getting powerful ley readings and then refuses to enter the building, his obligations go no further:

Follow the street until you reach a large stone archway on your right. Go though the archway and then move the crate to the far right side of the large dumpster (Fig.30). Now climb onto the crate and push the dumpster lid shut to reveal a window. Climb onto the dumpster lid and unlatched the window by reaching through the broken pane (Fig.31).

On the other side of the window is a book repository. Go through the door on the far right end of the room and then go through the door at the top left of this room (you may first want to spend a few moments to check out some of the humorous book titles on the shelves).

George is inside another small storeroom. To the right of the door are two boxes blocking the light switch. In the furthest corner of the room is another



Fig.28

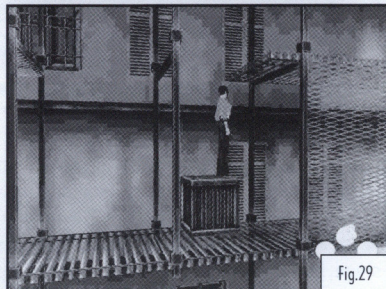


Fig.29

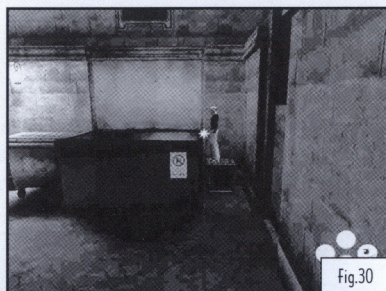


Fig.30

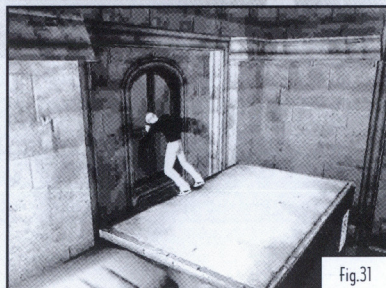


Fig.31

crate that can be pulled over to fill the gap between the boxes by the light switch. Now climb on the bridge you have created and pull back the box obscuring the light switch (Fig.32). Flick the switch to brighten the room. George can now see deep scratch marks on the floor. Something is hidden underneath this crate. Rearrange the crates to reveal a barely detectable trapdoor. Open the trap door (Fig.33) and George will climb down to a well lit tunnel.



Follow the tunnel to another ladder. Climb this ladder to reach a boiler room. Climb the ladder in the boiler room to the source of the voices.

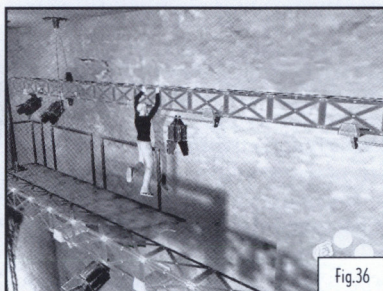
It looks as though there is a play in rehearsal on stage, but as George soon discovers, the participants are not acting and his old friend Nicole seems to be an unwelcome member of the cast (Fig.34)!

George needs to free Nico without being captured by Flap, Susarro's thug. Leave the auditorium through the door at the far left. Go behind the counter in the foyer and take the paper cup that was responsible for Nico's capture.



Go back into the auditorium and walk towards the right hand side of the stage. Stick to the walls, being careful to avoid the pool of light created by the stage lights. Go through the door at the bottom right of the stage and climb the ladder that leads to the rigging above the stage.

The gangways are dangerous; rotted in some places and completely broken away in others. On the right hand side of the gangways is a rope (Fig.35). Pull the rope and the lighting rig will lower allowing you to jump up and then shimmy to the left (Fig.36).



At the end of this gangplank are two sandbags. Below the sandbags are Nico and Flap. Pull one of the ropes holding the sandbag and it will crash to the floor below. When Flap turns around to investigate the source of the noise, quickly loosen the other rope and the second sandbag will fall, knocking Flap unconscious.

George will then reunite with Nicole (Fig.37) and – after their usual bickering – untie her bonds. After comparing notes, they will discover that they are both working on the same case!

Escape From the Theater

Exit stage left (Nico will automatically follow George) and go down the stairs that lead to the dressing and store rooms. Turn left at the bottom of the stairs and another left at first entrance to go underneath the stage area. The murals hanging around the room look vaguely familiar to George. Take the theatrical greasepaint from the box next to the podium (Fig.38).

Leave through the exit by the greasepaint, turn left and then make a right at the end of the corridor. Go through the first door on the right.

Examine everything in the dressing room but pay particular note to the safe tucked under the dressing table (Fig.39). George will comment that the weight of the safe has buckled the rotting floorboards. Leave this room, turn left and go to the door at the opposite end of the corridor.

Open the door and go down the stairs. At the bottom of the stairs, George and Nicole will be greeted by gunfire and the screams of someone who sounds frightened for his life. He has locked himself in the room, pacing around inside and muttering to himself like a man possessed. Follow the corridor around to the left and enter the first door to the right.

Examine the strut in the center of the floor; George will comment that this is the strut supporting the safe in the room above (Fig.40). Attempting to push the strut is futile as there is too much friction from the floor. A liquid lubricant will be needed to move the strut and the greasepaint is too old and hard to be useful, but maybe it can be melted.



Fig.37

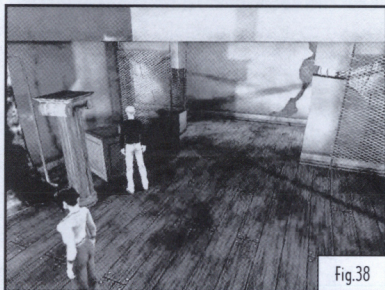


Fig.38



Fig.39

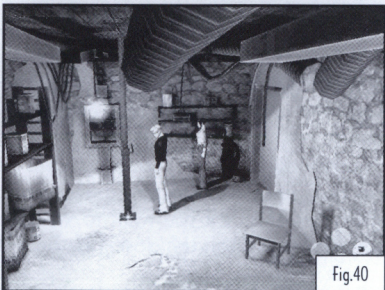


Fig.40

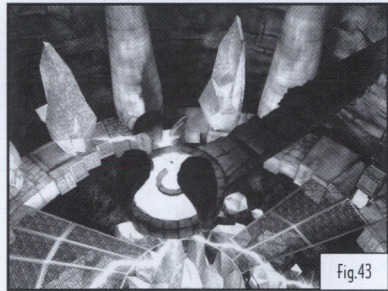
Go back to the stage where you freed Nicole. Combine the greasepaint with the paper cup from the foyer and then use the cup on one of the stage lights to melt the greasepaint (Fig.41).

Return to the room with the strut and use the melted greasepaint on the strut. Highlight Nicole's icon in your inventory and George will ask her to help with the strut, with the two of them working in tandem, the strut will give way and the safe will crash to the floor revealing its contents.



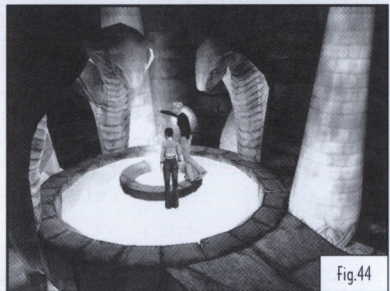
Take the security card and the crystal covered artifact from the broken safe. Leave this room and make a right. Follow the corridor until George finds a dead body on the floor: a search of the body reveals nothing.

Use the security card on the metal door next to the body to open an elevator (Fig.42) that goes down to a mine tunnel. Follow the tunnel until George and Nico find a carved stone symbol of a forked lightning bolt and then continue forward to the room that must be responsible for the enormous power surge referred to by Bruno (Fig.43).



Cross the stone bridge and take the Omega stone floating in the middle of the glowing column of energy (Fig.44). Head back along the bridge. As George and Nico near the entrance, there is a great commotion from below and then the service elevator rises.

Quickly race to the ledge opposite the elevator and drop down to hang off the edge of the ledge next to Nico (Fig.45). After Susarro and Petra have finished their conversation, shimmy to the left towards the entrance and then climb back onto the bridge.



Susarro spots them and Petra gives chase! Run through the tunnel towards the elevator – you must be quick of foot if you want to win this race - and then jump through the closing elevator door.

As the elevator door opens again, Nico will hold it open while George thinks of a way to keep the elevator from returning to Susarro and Petra. Take



the bottle opener from your inventory and use it on the door to prop it open (Fig.46). George and Nicole are now free to continue their escape.

Return to the area directly under the stage – don't attempt to go back up the stairs as Susarro's men are waiting at the top – underneath the stage is a trapdoor that leads onto the stage. Stand on the trapdoor and then press the button to lower the weights and raise the platform through the trapdoor (Fig.47). Nicole will jump on for the ride to the stage.

Once on stage, climb down the front of the stage near the stage light and run to the ladder at the rear of the auditorium. As George and Nico reach the top of the ladder, sit back and watch as they continue their escape through the book repository. As George waits for Bruno next to the dumpster, he is mugged and the crystal covered artifact is stolen. But in his haste, George's assailant drops a strange key.



Fig.46

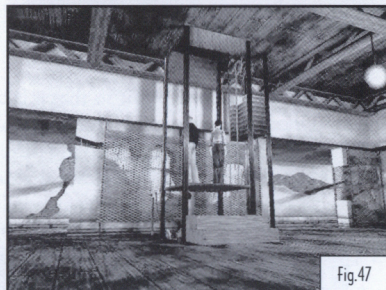


Fig.47

After George – now safe in Nico's apartment - recovers from his attack, exhaust all dialogue options with everyone in the room and learn that the crystal artifact that was stolen was in fact the Key of Solomon and it can be used at precisely the right moment to activate the power of the Dragon.

Now, as George has remembered where he previously saw another Omega stone like the one he took from the glowing column – let's return to the Congo.

THE CONGO

Harry is still in the Congo, but he is now running a taxi service from his jeep. After he drops George and Nicole off at the entrance to Cholmondely's workshop, have George attempt to open the locked door. Speak with Nicole and ask her to tug at the door. As Nico is tugging at the door, use the rod in George's inventory to break the lock (Fig. 48).

Once inside, proceed to the next room – listen carefully, those earth tremors that George hears could be dangerous. Use the Omega stone from your inventory on the large Omega symbol on the wall to open a concealed door (Fig.49).

Once through the door, Nico spots a lifeless body twisted on the stones. Something is not right about this corridor. Step forward towards the body, it immediately becomes all too apparent how this fellow lost his life!

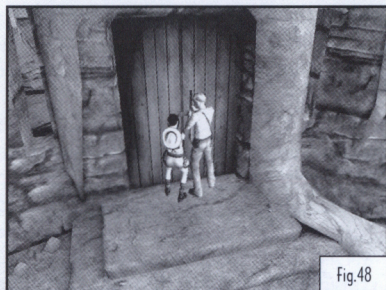
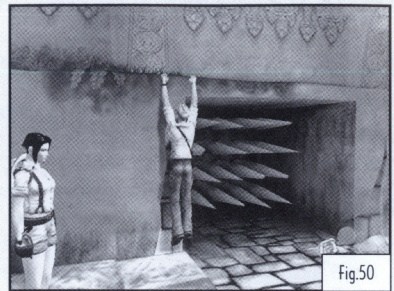


Fig.48



Fig.49

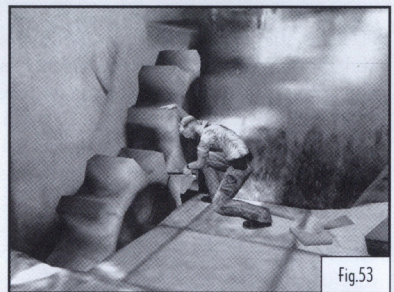
Jump up to the ledge to the left (Fig.50) and shimmy along until the end of the ledge. Drop down, there are two stone blocks that George can move. Push – don't pull – one of the blocks into the center of the corridor, triggering the spike mechanism. The spikes will stop when they hit the block. Once the spikes have been stopped, climb over the block and the pull it two more times until it is at the end of the spikes.



Now push the second block so that it is between the front of the spikes (Fig.51). Climb over the second block and then push the first block further along until it triggers the next set of spikes. Climb over the block and search the dead body (Fig.52) to find an ancient scarf embroidered with a coat of arms. Highlight the scarf in your inventory and then examine the scarf to find a metal plate decorated with a lightening symbol.



Climb back over the blocks and return to the gear mechanism near where you dropped from the ledge. Insert the rod from your inventory into the mechanism to jam the gears (Fig.53). Nico can now cross safely and rejoin George.



Cross through the next corridor to enter a chamber with decorative floor tiles. Whenever a pictured tile is stepped on, all corresponding floor tiles will emit a glowing light. Tiles that have no pictures on them will always be surrounded by a glowing light and are considered safe tiles. The four tiles at the entrance to the room must be used to change corresponding tiles. The four tiles from top to bottom are: scorpion, snake, bird and fish (Fig.54).



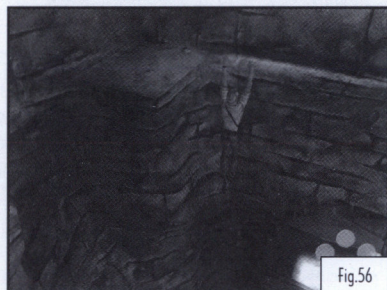
Speak to Nico about standing on the tiles. Whenever George needs to advance to another safe tile, bring up Nico in your inventory and then tell her which tile to stand on next. Have George stand on the only available safe blue tile and then cross in the following order:

- With George standing on safe tile, ask Nico to stand on the Fish tile
- Walk across the Fish tiles to the only available safe tile
- Ask Nico to stand on the Scorpion tile
- Cross the Scorpion tiles to the first available safe tile
- Ask Nico to stand on the Snake tile
- Cross the Snake tiles to the only available safe tile
- Ask Nico to stand on the Fish tile
- Cross the Fish tiles to the only available safe tile
- Ask Nico to stand on the Bird tile
- Cross the Bird tiles to the only available safe tile
- Ask Nico to stand on the Scorpion tile
- Cross the Scorpion tiles to the only available safe tile
- Ask Nico to stand on the Snake tile
- Cross to the safe tile to the far left (Fig.55)
- Ask Nico to stand on the Bird tile
- Cross the Bird tiles to the only available safe tile
- Ask Nico to stand on the Fish tile
- Cross the Fish tiles to the only available safe tile
- Ask Nico to stand on the Scorpion tile
- Cross the Scorpion tiles to the only available safe tile
- Ask Nico to stand on the Snake tile
- Cross the Snake tiles to the only available safe tile
- Jump up, grab the ledge and then pull George to safety



George cannot find a way to trigger the pads to allow Nico to safely cross the room so, for the time being, he must proceed alone.

Cross into the next corridor; the floor has fallen away, but George can drop down to the ledge below. Jump across to the adjacent ledge, drop down and hang from the edge and shimmy around to the ledge below (Fig.56). Continue to drop down until George reaches the ground.



The only exit from the next room can only be reached by crossing a stone bridge that is balanced in the center. If George attempts to cross the bridge, it tips downward before he can leap to the ledge. George must find something to use as a counter balance on the bridge.

On the left side of the room are three brown stones that George can push and pull. A bridge must be created so that the block on the far left can be pushed to the far right to the edge of the stone bridge and act as a counter balance. There are only three blocks that can be moved.

- Move block 1 onto block 2
- Move block 1 to the far left end of platform
- Move block 2 to the far left into gap
- Move block 1 over block 2 to fill gap in front of block 3
- Move block 3 over block 1 to next platform
- Move block 1 to second gap to the right
- Move block 3 over block 1 to third platform
- Move block 2 back to its original position
- Move block 1 over block 2 into gap
- Move block 3 over block 1 onto balancing bridge

George can now safely cross the balancing bridge and leap across to the ledge (Fig.57). In the next room is a huge machine that seems to be powered by crystals.

The center of this room is dominated by a huge, but intricate, piece of machinery that when assembled will emit a beam of energy into the adjacent chamber. As the way into the next chamber is not blocked, let's explore in there first. Take note of the lightening symbol above the archway, it is a clue that you are headed in the right direction – towards the power site.



Fig.57

This chamber features a strategically placed series of eight crystal mirrors. The exit door is sealed shut and it appears that it can only be opened by directing a beam from the machine in the previous chamber into this room where the crystal mirror will refract it towards the door. So obviously, George must first activate the energy beam if he is to proceed any further.

Assembling the Machine Parts

Stand in front of the console that faces the circular hole in the center of the floor. You are surrounded by four huge machine parts. Counterclockwise from the control panel, number the machine parts as 1, 2, 3 & 4 (Fig.58)

The control panel has three options: the arrow pointing to the right will rotate the center disk clockwise, the arrow pointing to the left will rotate the disk counterclockwise and the action key/button will move the machine parts back and forth. A machine part can only be moved if the energy beam is flowing into it. Now, let's assemble the machine.



Fig.58

- Rotate the center disk counterclockwise twice, as you can see, this reverses the direction of the energy beam
- Move part #1 onto the center disk
- Rotate part #1 clockwise once, the beam is now flowing between parts #2 & #4
- Move part #1 onto part #2 – there will be an audible click and George will comment that "It worked!" (Fig.59)



Fig.59

- Rotate the center disk clockwise once
- Move part #3 onto the center disk
- Rotate part #3 counterclockwise once
- Move part #3 to join parts #1 & 2
- Move part #4 onto the center disk
- Rotate part #4 clockwise twice
- Move part #4 back to its original position
- Rotate the center disk clockwise twice
- Move part #4 to the center disk
- Move part #4 to complete the machine assembly (Fig.60)

Once all of the machine parts have been correctly aligned, an energy beam will emit from its core into the room with the crystal mirrors (Fig.61). Before entering the Crystal Mirror room, take note of the touch sensitive panel at the front of the machine, it will be useful later as it can reverse the direction of the beam.

The Crystal Mirror Room

Each of the eight crystal mirrors is fixed to the top of a column that can be rotated at increments of 90-degrees (Fig.62 & 63). The mirrors must be rearranged so refract the beam towards the opening. At the top left of this room is another touch sensitive panel that will be used once the mirrors have been rearranged.

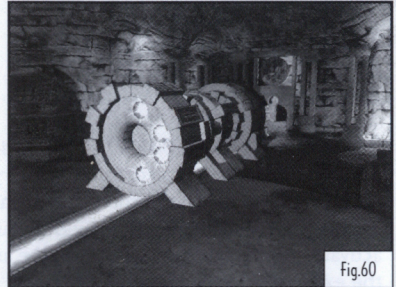


Fig.60

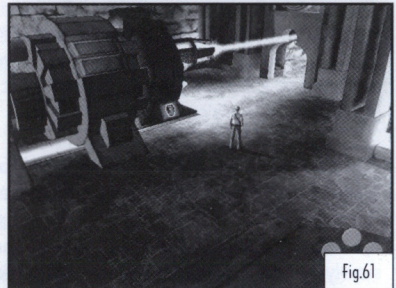


Fig.61

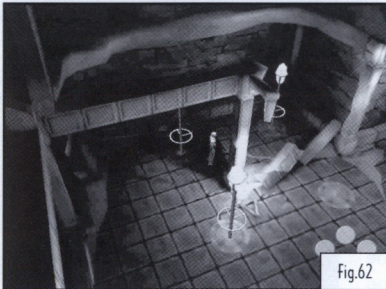


Fig.62

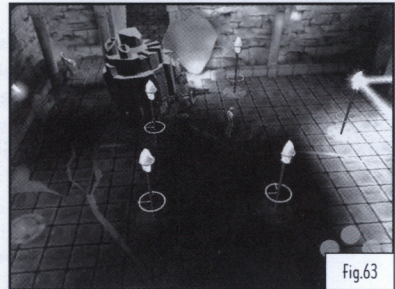


Fig.63

The commands are the same as they were for the machine parts: the left arrow is counterclockwise and the right arrow is clockwise. First, let's open the secret passage that will lead to Nico:

- Rotate 1st mirror with beam of light clockwise once
- Rotate 2nd mirror with beam of light twice
- Rotate 3rd mirror clockwise once
- Skip 4th mirror
- Rotate 5th mirror counterclockwise once

The machine part to the left will slide backwards revealing an opening from the room (Fig.64), go up the stairs to greet Nico who will then join you in the crystal mirror room. Now let's rotate the crystals

Rotate mirror #3 counterclockwise once

Rotate mirror #6 clockwise twice

Rotate mirror #7 clockwise once

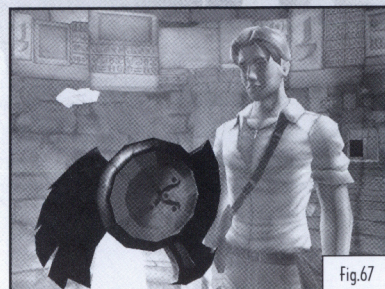
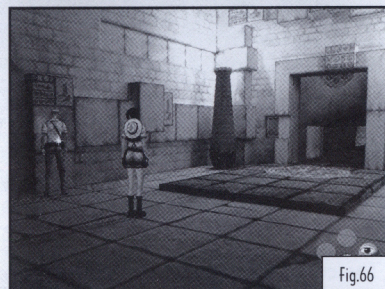
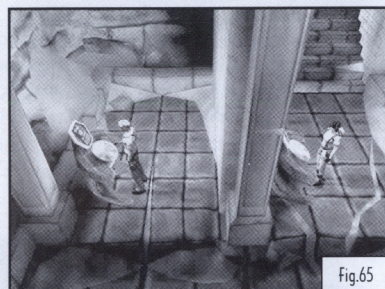
Return to the assembled machine and press the touch sensitive panel to reverse the energy flow. The machine part in the crystal mirror room slides again to reveal another secret passage. The touch sensitive panel in the left passage activates the first four lights around the archway over the exit and the panel in the right passage activates the second four lights atop the archway. When both panels are pressed simultaneously, the exit will be opened.

Ask Nico to operate the right panel and then position George at the left panel (Fig.65). As George presses on the left panel, Nico will press on the right and the door open to reveal the entrance to the next area. Follow the corridor; jumping and climbing when necessary until you reach the power site.

The door at the end of the room won't budge, but if George uses the metal plate from the inventory (remember to examine scarf to get metal plate) on the recessed panel to the left (Fig.66), the door will slowly rise open until the metal plate dislodges from the recess and clatters to the floor. George needs to find a way to keep the plate in the recess.

Pick-up the plate, insert it again into the recess and as it begins to dislodge again have George interact with the plate by using the scarf from your inventory on the plate so that George can hold it in place without getting burnt, but unfortunately George cannot hold the scarf and go through the door at the same time.

George will then ask Nico to hold the scarf over the plate so he can go into the next room. Quickly run through the door; the interior is similar to the power source from deep inside the theater. Go forward and take the Alpha stone from the column of energy (Fig.67) and then return to Nico.



Leave this room to the left – Petra hides in the shadows, just as she prepares to pull the trigger, there is a seismic disturbance in the earth, knocking her to the ground. Run as quickly as possible - avoiding the stalactites - jump over the impending chasm and then climb the ledge and run towards the exit (Fig.68) where Harry is waiting with his jeep. Whew, we need to return to the safety of Paris!



PARIS

Nico's Apartment

Nicole's apartment has been burglarized and Andre beaten by Susarro's men. After speaking with the detective, exhaust all dialogue options and - while George books a trip to Prague to hunt for Bruno - Nico will return to the theater to see if she can uncover any further information about Susarro's location in Prague.

The Theater

Go down the stairs to the left of the stage. The door down to the lower level has been locked, but Nico can return to the dressing room where the safe fell through the floor.

Climb through the hole created by the safe and then exit into the corridor. Turn left, then to the left again and go through the first door on the right. It looks as though this had been Susarro's office area. Across the room, on a table next to an archway surrounded by two vases, is an open briefcase.

As Nico walks towards the briefcase, she is attacked from behind by the thuggish Flap. Press the action key/button and Nico will grab the nearest vase and smash it across Flap's thick head, knocking him unconscious. After she uses her scarf to bind his hands, examine the briefcase (Fig.69). There is further evidence that Susarro has gone to Prague, but still nothing concrete about his location.



Go into the next room, it appears as though Flap had been removing any evidence of its occupants. On the large table is a security report and tucked inside the report is a photo of a castle in Prague decorated with a dragon insignia. This is just the clue needed to find Susarro in Prague.

PRAGUE

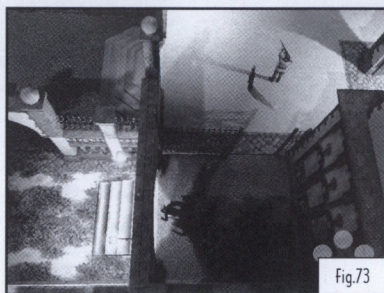
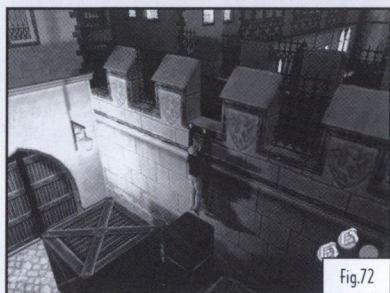
Susarro's Castle

Sometimes the easiest entrance is the most obvious, so have George press the buzzer at the front gate. The guard who responds is not too friendly, but he is after all a male, so ask Nico to try the buzzer while George hides out of sight behind the wall to the left (Fig.70).

Once the guard is distracted by Nico, sneak past him onto the castle grounds. Quickly climb over the wall to the left, drop down and climb over the next wall to the left. Walk forward, keeping to the shadows until you see the guard and his dog. Once they both change direction and are patrolling to the right, sneak through the entrance on the left.

Hug the walls to avoid the searchlight. Examine the trash bins at the far left of this area to find some string, aluminum foil and a half-eaten hamburger (Fig.71). Keep following the wall and avoiding the searchlight until you reach an open doorway.

Push and pull the crates in this area so that George can climb up and over the next wall (Fig.72). Go to the left toward the bottom of the screen and then climb on the ledge at the end of the walkway. Travel around this ledge as far as possible – you will have to momentarily cross a balcony so be careful – until you can go no further and then drop down in the small courtyard behind the guard (Fig.73).



Sneak down the stairs to the left and then make a quick right in this area to go through another gate and then across this small open area through one more gate. Be very careful that your movement is not spotted by the patrolling guard.

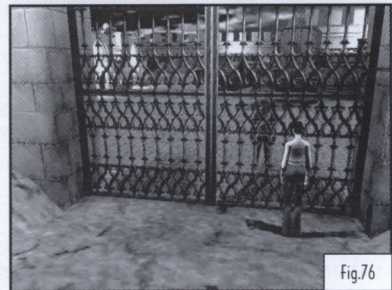
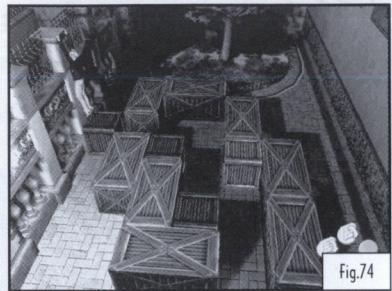
The crates in this area need to be moved so that George can climb onto the pillar to the left (Fig.74). Silently drop down the other side of the wall. In the kennel to the left is a Doberman Pincer; to the right an armed guard blocking your exit through the right gate.

The moment George moves, the dog will begin to bark. There are two immediate options, either throw the hamburger over the fence to stop the dog's barking and allow George to sneak past the guard unnoticed or; wait until the guard is facing the barking dog and sneak past him to the right (Fig.74).

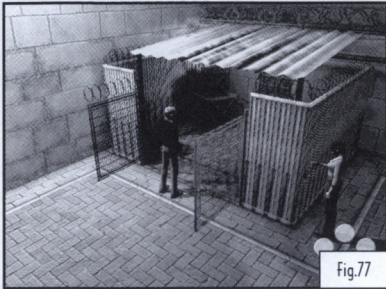
Once you are in the large courtyard, hug the wall and continue to creep towards the right of the screen until you reach a large ornate gate where Nico waits on the other side (Fig.75). Nico has discovered that the gates can only be opened with a remote control.

Continue to follow the wall to the right in stealth mode until you reach a jeep on a jack across from the heliport - take note of the small compound surrounded by the security fence. Search the jeep to find the remote control (Fig.76).

Return to where Nico is waiting and use the remote on the sensor to open the gate. Now carefully return to the small compound you passed on the way to the jeep. When George presses the button to open the security gate, it only stays open while the button is pressed, so ask Nico if she will hold the button so George can search inside the compound.



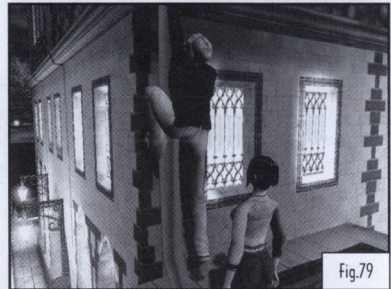
Take the piece of coal from the floor and the jack handle that is wedged in the door (Fig.77). Now return to the jeep. As all of the doors and windows in the courtyard are locked the only way out is to climb another wall. Use the jack handle on the rear of the jeep to release the jack and then release the jeep's hand brake. Now push the jeep from behind so it crashes into the wall (Fig.78). Have George climb onto the hood of the jeep and then pull himself up onto the wall. Nico will follow.



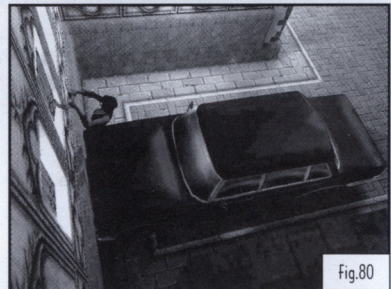
Walk to the drainpipe to the left, as George reaches the top of the pipe (Fig.79), it gives way beneath his weight and he is barely able to grasp the ledge and pull himself to the top. But Nico is left below and must find an alternate route into the castle.

Nico in the Castle

Have Nico pick-up the bracket that has fallen away from the drainpipe and return to the hood of the jeep. From the jeep go left to the farthest limousine, climb onto its hood and use the bracket to pry open the window into the castle (Fig.80).



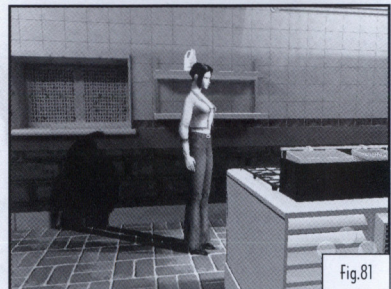
Nico finds herself in a basement storeroom. Climb the stairs to the ground floor. Do not yet go up the next set of stairs yet, but instead go left towards the entrance hall.



In the entrance hall are two guards standing guard at the bottom of a stairway leading to the second floor. Another guard sits at a desk to the left of the main door to the hall.

Nico overhears the guards discussing their strict orders to kill on sight any intruders, but their orders are problematic as they have never seen Petra and know little about her other than she has short, blonde hair.

As Nico cannot be spotted by the guards, it is important to keep to the shadows while exploring in stealth mode.



Follow the red carpet to the far left until reaching the door to the kitchen (Fig.81). The castle

chef is in a foul mood, so best not to bother him at the moment. At the far end of the kitchen on a high shelf is a bottle of bleach that Nico could use to bleach her hair and pass herself off as Petra.

The chef will not be too pleased that you tried to take his bottle of bleach and will loudly express his anger. Use this opportunity to speak to him – what a charming fellow! Examine the cutting board; it looks as though the carrots were hacked rather than sliced. Ask the chef about his poor culinary skills and with a flurry of exclamations he will finally admit that his knives are dull and he does not have a sharpening stone.

Follow the red carpet again and return to the alcove where Nico came in and go up the stairs to the left. Follow the hallway and go through the last door on the right to the balcony.

As she steps onto the balcony, Nico's presence will be given away by a squeaking board. As the guards search for the source of the sound, Nico will conceal herself in the shadows. Once they have left, creep to the right until reaching a narrow hallway with red carpeting.

Follow this hallway to the very end – all of the doors on both sides are locked – until reaching the last door. Through this door is Petra's living quarters.

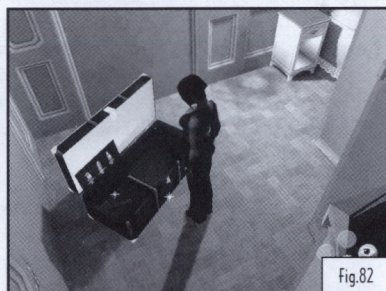
Open the large trunk at the foot of the bed and add the hair dryer to your inventory. Behind the partition to the left of the bed is another large trunk. The only thing inside this trunk is one of Petra's brown wigs similar to the one she used to impersonate Nico back in Paris. Take the wig and then search the trunk further as its perimeter seems to be much larger than the inside compartment.

Nico will comment that there seems to be a false bottom and will find a small button recessed in an inside corner of the trunk, but the button is too small to be pressed by her finger so use your pencil tip to press the recessed button and unlock the false bottom.

The false bottom snaps up to reveal an assortment of the type of knives (Fig.82) that would be used by an assassin and a sharpening stone – or grinder – to keep them at peak efficiency. Add the sharpening stone to your inventory and return to the kitchen.

Give the sharpening stone to the chef and, while his back is turned, take the bottle of bleach from the shelf and then return to Petra's room.

In the bathroom off to the side of the room is an ornate washbasin. Put the brown wig into the washbasin and then pour the bleach over the wig. Finally, use the hair dryer on the wig – wait a minute while Nicole puts in on - and viola! The tables have been turned as Nicole can now double for Petra (Fig.83).



Leave Petra's room and as Nico/Petra reaches the end of the hall; her ruse will come to an abrupt end as two guards stop her in the corridor.

George in the Castle

George is on a rampart of top of the castle. To the left is a ledge George needs to reach, but the stairway has crumbled away. Push the crate to the right underneath the ledge and then pull yourself up to the next level (Fig.84).

When you reach the locked door at the end of the walkway, turn right and follow the ledge until blocked by a gargoyle. Search the gargoyle – George will remark that it seems to be crumbling – and then push it off the ledge so that it shatters below.

Continue to follow the ledge, sidling against the building when necessary, until George reaches an area above a small garden (Fig.85). Drop down onto the balcony roof and then leap up to grab the drainpipe. Shimmy to the far right until George can drop down onto another roof.

Go through the open window to the left. There is an old oil lamp on the wall to the left. It doesn't seem to be working for when George turns the valve, oil slowly drips from the lamp. Shut off the valve and then go to the far left corner of the room. There is a small window here that can be crawled through, but first some boxes will have to be rearranged (Fig.86).

Once outside this window, follow the winding stone stairwell down to the garden. Between a tree and one of the garden walls is an iron grate that looks as if it leads into the castle, but the hinges are rusted and need some sort of lubrication.

On the opposite side of the stairs is a drainpipe with an old tin cup jammed over the end of a side off-shoot pipe. Take the cup and return to the storeroom above. Turn the valve again and use the cup to collect the dripping oil. Now return to the garden and use the oil to loosen the grille hinges and drop into the opening (Fig.87).

Nico as Petra

The guards are taken aback at the sudden appearance of Petra, unaware that it is Nico in disguise. After she is briefed on their duties, they return to their posts, leaving Nico/Petra free to explore the main entranceway area.



Make sure to speak to all of the guards inside and outside of the main entrance. It strengthens the impression that Nico is actually Petra, not to mention the fear it instills in them.

To the left of the main door sits a guard at a desk. Try the door to the left of this desk – it needs a security card and surely must lead to a secure area where Bruno is probably being held captive.

Ask the guard about the door and when he asks if you have your security card yet, respond 'no' and he will inform you to find the security sergeant who is patrolling the outside perimeter.

Go through the main door and go right towards the small grassy area that had previously been crossed by George. In the small open area next to where George faced the barking dog, cross to the right of the guard (Fig.88), the next guard you encounter in the open doorway will be the security sergeant (Fig.89). Ask him for Petra's security card and then return to the main entrance.



To the right of the entrance hallway is a door that leads to the security room filled with computers and terminals. Ask the programmer at the desk to validate your security card and, after she grudgingly does so, take your card from the desk (Fig.90) and then return to the secured door next to the desk and use Petra's security card to enter the basement (Fig.91) (page up to use security card).



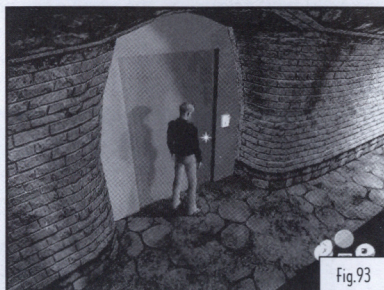
George – In the Basement

The open grille led to a dumpster full of dirty clothing. George picks himself up and looks around the room. The only exit is a metal door that is locked shut. Opposite the door is a large trolley that can be pushed into the locked door to try and break it open, but the trolley isn't heavy to do more than dent the door.

Examine the washing machines on the left side of the room, the far left washer is rusted and not connected to the others. Pull this washer away from the wall and then push it onto the trolley (Fig.92). Now push the much heavier trolley towards the door, breaking the lock and setting George free.



Follow the corridor straight ahead, making the second possible right. In the center of this corridor, to the left, is a large security door that cannot be opened (Fig.93). Walk past this door until George hears footsteps.



As George walks towards the footsteps, a fire extinguisher slams into his head, knocking him to ground. Nico/Petra extends her hand to help George back to his feet, sheepishly apologizing for thinking he was one of the guards.

George & Nico – Searching For Bruno

Continue to follow the corridor and make a left past the security door until George & Nico reach an area secured by two armed duty guards. George will be shot on sight if he proceeds any further, so he must find a way to disguise much like Nico/Petra.

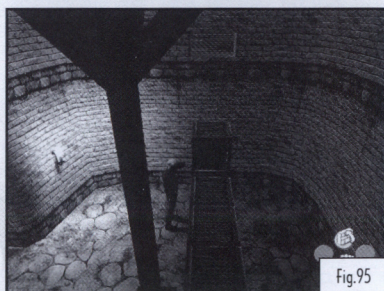
Return to the security door George passed right before finding Nico. Ask her to use Petra's security card to open the door. Inside are some spare guard uniforms that George can don as a disguise (Fig.94).



Return to the duty guards, they will briefly question George & Nico, but will soon let them pass so they can go through the door on the right.

Follow this corridor until you see a large heavy door that is locked by a numbered key pad. This has to be where Bruno is, but neither George nor Nicole knows the correct combination.

Continue ahead to what looks to have been a prison cell that is now filled with crates. A slight moaning sound can be heard escaping from a grate placed high in the wall. Rearrange the crates so that George can listen at the grate (Fig.95).



Bruno is indeed inside and as he and George are plotting his escape, Susarro and his minions enter the room. They are still searching for the Key of Solomon and have come to a dead-end until Susarro notices the emblem on Flap's scarf. The very scarf that Nico used to bind Flap has now provided Susarro with the clue he needed to complete his quest for world domination.

After Susarro leaves through a secret exit, have George remove the grate using the remaining silver coin and climb through the opening. He is too large, so ask Nico if she will climb through the opening into Susarro's office.

Once Nicole is inside, she will unlock the door with the key pad so that George can enter the office. Search the room thoroughly – the electronic map on the wall matches Vernon's diagram and it appears that all roads lead to Egypt!

Search Susarro's desk and then press the hidden button to open the secret passage (Fig.96). Just as George & Nico reach the roof, a helicopter rises into the night sky, destination Egypt and the destiny of the world.

The Hacker's Apartment

After a quick mind-storming session between George, Nico, Andre and Beatrice, it is revealed that Saint Stefan - a member of the Templars who escaped the inquisition – transported a religious relic from Israel traveling through Italy, Germany and the Rheins before delivering it to the Beren Loires Preceptory, where he then dropped dead, may be the final chance to stop Susarro. George decides to return to Montfaucon – the small town where he first met Nico – to attempt to find the relic that was delivered by Saint Stefan.

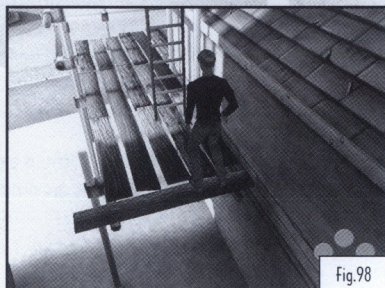
Montfaucon

The town looks as though a bomb has exploded, but after questioning his old friend Flobbage, the workman operating the jackhammer, George learns that seismic rumblings have laid waste to the area.

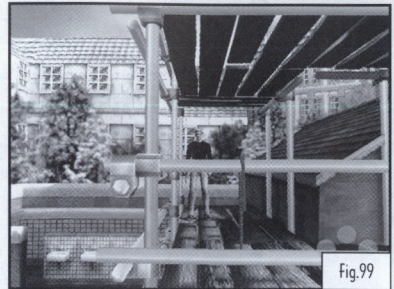
As he did once before George needs to remove the manhole cover and enter the sewers. And, as he also did once before, George needs to distract the workman so that he can take the sewer key from his toolbox.

Switch off the compressor behind the workman and then, while he is complaining to Alphonse inside the truck, sneak to the tool box behind the truck and take the sewer key (Fig.97).

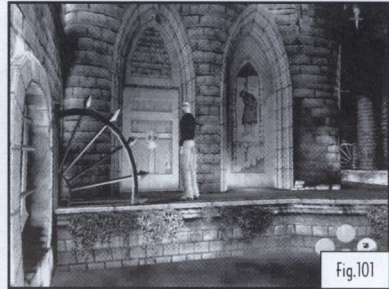
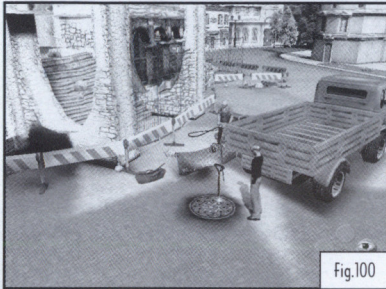
George still needs a piece of rope to operate the sewer key so approach the scaffolding across the street past the fountain. Around the side of the scaffolding, near the urinals, a rope can be seen hanging from the guardrail. Go around to the other side of the scaffolding and climb to the top (Fig.98). Just as you prepare to drop down to the rope, the concierge will hurl some insulting remarks your way. George must find a way to distract her long enough for him to get the rope from the scaffolding.



Speak to the concierge and then, after using the urinal (known in France as a *pissoir*), continue to speak to the concierge until George makes a derogatory remark about the cleanliness of the urinals. As she rushes into the urinals to make sure they are properly sanitized, grab this opportunity to run to the opposite side of the scaffolding, climb to the top and drop down to the center level to snatch the rope (Fig.99).



Combine the rope and the sewer key and use and insert it in the manhole (Fig.100). The manhole is still too heavy for George to lift so some ingenuity will be necessary. After George ties the other end of the rope to the bumper of the truck, talk to Flobbage about all topics. Go towards the drivers' side of the truck and interact with Alophonse. George will scare Alophonse into believing an earthquake is imminent. The speeding truck will pop the manhole cover free. Climb down into the sewers, cross the plank to the other side and then follow the ledge to the far left and use the stone cylinder key in George's inventory on the door with the skull relief (Fig.101) to open a the secret passage to the Templar headquarters.



Templar Headquarters

Follow the tunnel to the corridor and then continue straight ahead, ignoring the corridor that branches to the right for the time being. Climb the stairs to the large set of double doors emblazoned with the now familiar lightening bolt symbols. Through the slightly ajar doors that lead into the Templar church, George can see two guards. One is positioned in front of the door and the other patrols the room with his guard dog.

As this room is inaccessible, backtrack through the corridor and turn down the corridor to the right (now on your left) that was bypassed before.

George stumbles across a sticky, fresh pool of blood (Fig.102). The blood leads off in a trail and it is apparent that someone either crawled or was dragged away. Follow the corridor, and the trail of blood, until George reaches two doors across from each other.



Go through the left doorway, it is an empty shower room with nothing of interest. Go through the other doorway to the right.

Inside is a horrific scene of carnage; dead Templars are scattered around the room. Some are sprawled across the floor and others are still in the chairs where they were caught by surprise and slaughtered. A fire still smolders in the fireplace. Search the body nearest the door to find a rusty key that locks the door to this room (Fig.103). In the far corner is a microwave, the control panel is smashed but the ten-second button is still working.

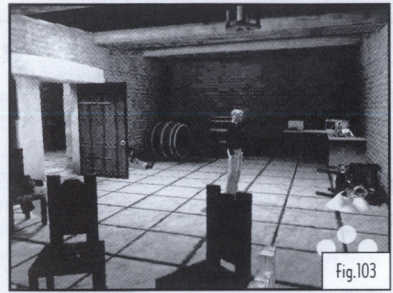


Fig.103

Leave this room and continue to follow the blood trail down the corridor until George reaches a dining area. Inside, one of Susarro's men idles his time away at one of the dining tables. George needs to find some way to distract the guard so that he can continue to follow the blood trail.

Return to the room with the microwave oven. Interact with the microwave to set the timer and then quickly run across the hall and hide in the shower room until the microwave pings and the guard comes to investigate the noise (Fig.104).

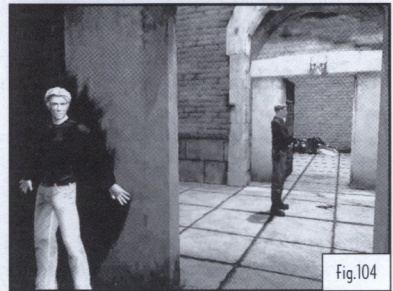


Fig.104

Once the guard is in the room, close the door behind him and lock it with the rusty key so he can't escape. Go to the dining room again and follow the blood trail to the right through a small doorway that leads to the pantry area.

Rabbit and pheasant hang in the pantry, the shelves are full of canned goods and beer barrels line the walls. The trail of blood leads to the wine rack in the back of the room and then mysteriously disappears. Standing out like a sore thumb are five bottles of wine that seem to be separated from the others (Fig.105). Inspect the bottles: each wine is of a different variety and when George attempts to pull them from the rack, they only come out halfway.

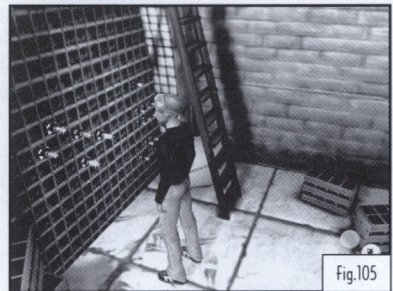


Fig.105

The five wines must be pulled from the rack in a specific sequence to trigger the secret passage. The clue to the order in which the wines must be pulled can be found in George's notepad, its the order of the countries that Saint Stefan crossed to return the relic to the Templars many centuries ago. Make sure you have read the names of the labels on the bottles and use your page-up/page-down button or key to switch to the bottle you want to pull out next.

- › Israeli Wine – Camel Sauvignon Blanc
- › Italian Wine – Modena Lambrusco
- › German Wine – Wiesbaden
- › Champagne – Montagne de Reims
- › French Wine – Chateau Berentaires

Once the wines have been pulled in the correct sequence, the wine rack will recess into the wall and then slide to the side. As George enters the passage, the wine rack closes shut behind him, there is no turning back.

Follow the corridor to a critically wounded Templar – it is the same man who mugged George outside the theater and it is his trail of blood that you have been following. Just before he dies, the Templar whispers to George, “Look for the statue, it hides the ...” and then passes away (Fig.106). Search his body – he has nothing of value on him – and then go forward and up the stairs to a secret door that leads to a dressing room full of Templar robes.



Fig.106

On the floor of the room is a clock that has been smashed and knocked to the ground (Fig.107). George comments that the time on the clock is 3:42. Go out the door that leads from this room.



Fig.107

George is now looking into the church area that he previously viewed through the double doors. On the opposite side of this room is a wooden door that George must reach without being spotted. Go left and climb the altar stairs, pass the small pulpit and take note of the bible. Use the environment behind the altar (Fig.108) and time the movement of the guard to make your way over to the opposite side.



Fig.108

Go through the wooden door inside the room are three statues, the middle statue has a brass plaque with an inscription at its base (Fig.109), “Blessed is he that readeth, and they that hear the words of this prophecy, and keep those things which are written therein: for the time is at hand – REVELATION.” George recognizes the quote as a passage from the bible, but what does it mean?



Fig.109

Go to the clock on the opposite side of the room, the hands on the clock can be adjusted to change the time. Enter both the date of Saint Stefan's death and the time on the broken clock in the robe room. Neither one works, but there must be some correlation between the clock and the statue.



Fig.110

Return to the altar and carefully cross to the pulpit. Use the bible to look up the passage from the inscription – it is from Revelation and the passage number is 1:03. Return to the office with the statues - once again avoiding the guard – and reset the time on the clock to 1:03 (Fig.110).

There is a moment of hesitation and then the statue with the inscription slides aside to reveal a stone, spiral staircase leading upwards.

As George enters the room he is attacked from both sides, but a voice rings out, setting George free. A

lengthy cut scene follows as George comes face-to-face with the Preceptor of the Temple. The Preceptor gives George a Psi Stone, the third and final stone he will need to enter the lair of the Dragon and he is then knighted in appreciation of his efforts and bravery (Fig.111).

Vernon's Apartment

George returns to Paris in possession of all three stones. After relating his most recent adventure to Nicole, Andre & Beatrice, George speaks to Nicole and she informs him of a dvd map that may be able to pinpoint Susarro's location.

As Nico zooms in on the maps, have George match the three alpha stones from his inventory to the maps on the screen. First use the Psi stone, then the Omega stone and finally the Alpha stone until you isolate the location of Susarro's Armillary in Egypt (Fig.112).

Egypt – Sussaro's Armillary

Nico and George watch as guards patrol what seems to be the only entrance into the complex. Finally, tired of waiting, Nico runs to the left past the guards, but their suspicion is aroused when she accidentally knocks over a post that crashes to the ground.

George must now sneak past the alerted guards to join Nico (Fig.113). Stay behind the ruins to the left and once both the guard and his dog are patrolling in the opposite direction, run to the left and join Nico.

The rock wall to the left of where George and Nico are standing seems to be covered with strange markings, as though it has been previously opened and closed. Use the car jack handle to reveal a secret passage into the Armillary (Fig.114).

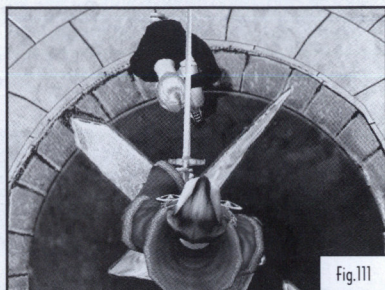


Fig.111



Fig.112

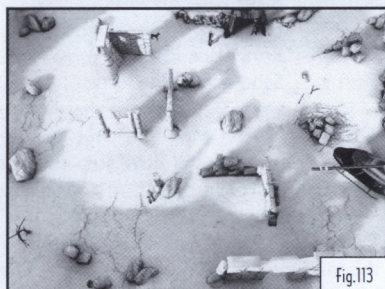


Fig.113

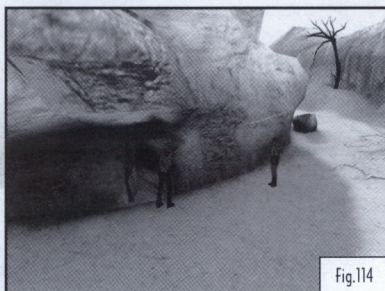


Fig.114

George and Nico now stand in the shadow of a holographic representation of the mythical Anubis (Fig.115). After listening to Anubis use the three stones to open the large stone door blocking George and Nico: first the Alpha, then the Omega and finally the Psi (Fig.116). Anubis appears again and further exploration is impossible until they have listened to Anubis' parable and solved the river puzzle.



Fig.115

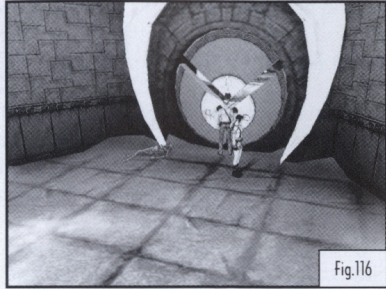


Fig.116

Position George to the right of the river puzzle (Fig.117) and interact with the controls to solve the puzzle in the required seven moves:

- Send across the killer
- Bring back Horus
- Send across the brother
- Bring back the killer
- Send across the witness
- Bring back Horus
- Send across the killer

The door across from the river puzzle opens and George and Nico can now step through it to face their final challenge.

Watch helplessly as Susarro forces Bruno to activate the machine that will converge the ley lines and grant him unlimited power (Fig.118). Suddenly, Susarro spots his worthy adversaries and demands that Flap shoot them both.

As Flap prepares to fire, interact with the stair banister icon and George will use the banister to vault himself towards Flap, knocking him to the floor. As Flap's gun clatters to the floor; interact with the pistol icon to kick Susarro's hand before he can end the party prematurely (Fig.119).

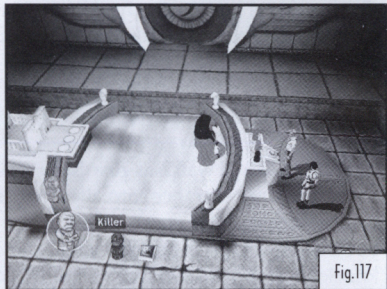


Fig.117



Fig.118

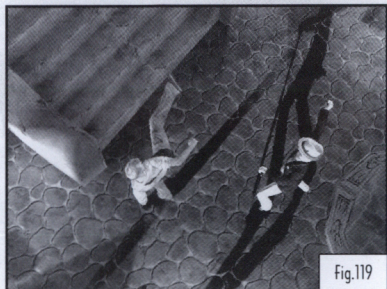


Fig.119

Everything now comes to a head as Petra enters the fray. Susarro yells from the floor for Petra to shoot George and Nico and put an end to their interference once and for all, but Petra now shows her true nature as she reveals that all along she has secretly been working for the Grand Master – the former leader of the Templars who was believed to have been defeated and killed by George and Nicole years ago (Fig.120)!

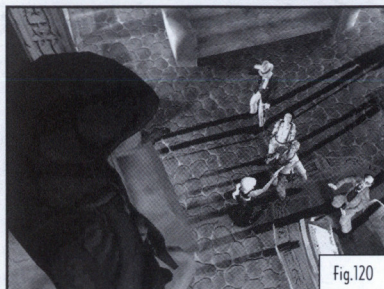


Fig.120

From atop his perch, The Grand Master fries Susarro with a bolt of lightening as Petra turns the Key of Solomon to make the power build-up in the ley machine irreversible. The Grand Master then snickers that he is glad to return George and Nico's previous favor by abandoning them to their imminent death and he and Petra disappear into the shadows.

George searches for a way of escape and runs up the stairway to the right to the excavated entrance, but at the top of the stairs he spots a box of lit dynamite left behind by the Grand Master (Fig.121). Interact with the railing icon to leap over the rail to safety miraculously rolling across the floor before coming to rest next to Nico.

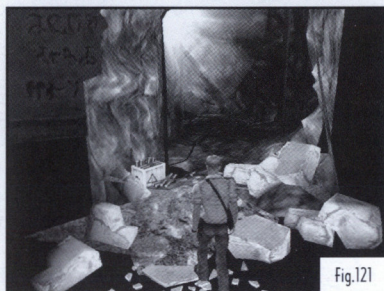


Fig.121

George must now find another way for Nico and Bruno and him to exit the complex. First, George will automatically retrieve the Key of Solomon from the ley machine.

To the left behind the broken ley machine is a ledge that George could reach if he had something to stand on (Fig.123). A small ravine has formed in front of the ley machine. Push the stone block in the ravine to the cross-section. Now go to the far left and push the stone block on the platform to the vertical section of the ravine and then to the right across the ravine, using the other stone block as a bridge (Fig.122). Now push the block behind the ley machine and then push the block in the ravine back towards the other block. Finally, push the block behind the machine back across the ravine and back towards the ledge (Fig.123). Jump to the ledge and once at the top, the rest of your team will follow.



Fig.122



Fig.123

One more obstacle remains if the Grand Master is to be defeated and it is one for which Bruno is willing to give his life (Fig.124). George must interact with the panel on the river puzzle which triggers a cinematic sequence. George and Nico leave brokenhearted, but knowing that Bruno's life was a small price to pay to defeat the Grand Master.

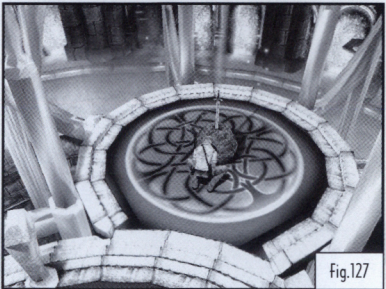
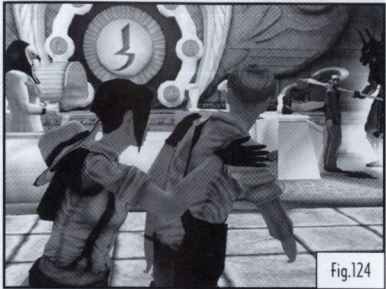
Glastonbury

The entire town appears to have been flooded and is now an isolated village, alone in the world. After Harry lands the plane, walk to the top of the street and at the blockade turn right into the mill yard. Move the crates until there is a stack of three underneath the section of wall that has partially fallen away (Fig.125). Climb through this section of wall.

As the ley lines converge, The Grand Master is imbued with an unearthly power and the resulting reverberations toss George into a chasm. At the bottom of the chasm is the tomb of King Arthur (Fig.126) and inserted into a large stone is the most famous sword in history - Excalibur. Insert the Key of Solomon into the recess at the foot of the stone and then pull Excalibur from its century's old resting place. You are now equipped for the final battle with The Grand Master.

Defeating the Dragon

The Grand Master has been transmogrified into an enormous, fire-breathing dragon (Fig.127). One strike from the mighty Excalibur is all that is needed to defeat him, but the problem is getting under his scaly body to thrust the fatal blow.



Avoid the fireballs and hide behind the ruins (Fig.128) to get closer to the dragon. He shoots a series of three fireballs and then enters a brief re-charge period. It is during this time that George can advance closer to the dragon until finally reaching its vulnerable spot. Time your strike carefully and George will thrust Excalibur upward (Fig.129), putting an end to The Grand Master's dream of world domination.



George and Nico reunite by the lake, bruised and battered, but secure in the knowledge that their efforts produced a happy ending.

The End

BROKEN SWORD™

THE SLEEPING DRAGON

Copyright DreamCatcher Interactive Inc., 2003

No part of this booklet may be reproduced, transmitted, or adapted in any form without the written consent of DreamCatcher Interactive Inc.

© 2003 Revolution Software Ltd. Exclusively licensed to DreamCatcher International Inc. for North and South America. Package design © 2003 DreamCatcher Interactive Inc. The Adventure Company design and mark are trademarks of DreamCatcher Interactive Inc. Microsoft®, Windows® & DirectX® are trademarks of Microsoft Corporation. The ratings icon is a trademark of the Entertainment Software Association. Software platform logo™ and © IEMA 2003. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved.

PRINTED IN CANADA

Written by: Jon R. Jacobs

Edited by: Chantal Mauro

Designed by: Trang To & Edward Hatim

DreamCatcher

1658 N. Milwaukee Ave.
Suite #450
Chicago, IL
60647

Visit our Web Site at
<http://www.adventurecompanygames.com>

THE
ADVENTURE™
COMPANY

THE
ADVENTURE[®]
COMPANY

www.AdventureCompanyGames.com